3-D TETRIS™*

KIDS TO ADULTS
K-A™
AGES 6+

VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VPBE-USA

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Official Nintendo Seal of Quality ®

KIDS TO ADULTS

K-A ™

AGES 6+

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Thank you for selecting the 3-DTetris ™ * Game Pak for the Nintendo® Virtual Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

⚠ WARNING

This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Before playing, make sure that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700.

CHOKE HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause the battery backed-up Game Pak to lose your stored information.



2

Welcome to a revolutionary type of 3-D puzzle game! 3-D blocks are maneuvered and stacked within the "Well" in order to completely fill each individual layer. The Well is a wire-framed display in the center of the screen. Only on the Virtual Boy can such a game concept become a reality!

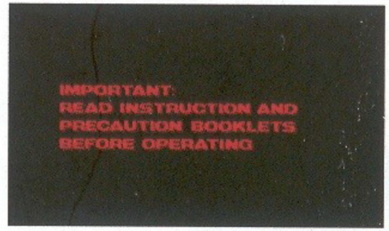
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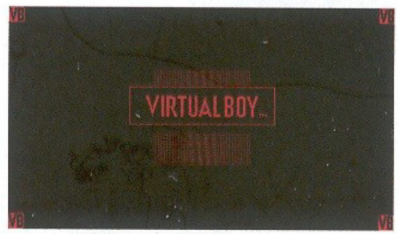
Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.



Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



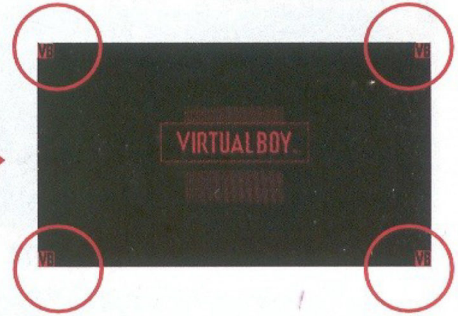
IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).



While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

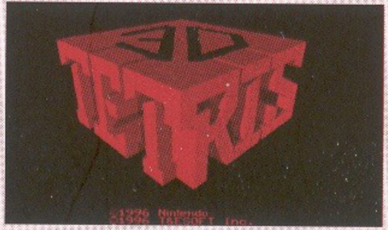
The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.

During Game Play

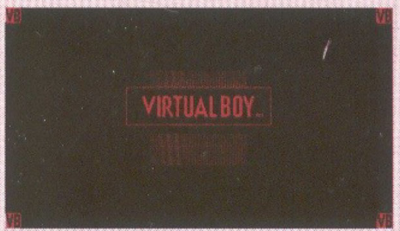


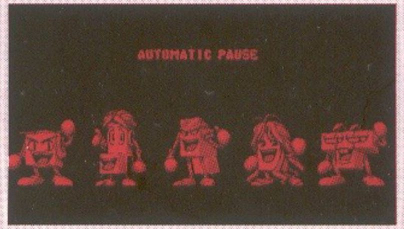
To access the IPD and FOCUS Adjustment screen during game play, press START to pause the game. Select "EYES" using the Left +Control Pad and press the A Button. When the necessary adjustments have been made, press START.

Automatic Pause Adjustment

This Virtual Boy Game Pak contains an automatic pause function. After completing the IPD and FOCUS adjustments, press START and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the left +Control Pad, then press START to begin the game.

After playing "3-D Tetris" for 25 minutes, the game will present you with the Automatic Pause Screen. At this point, please take a break and rest. Press START to restart the game.



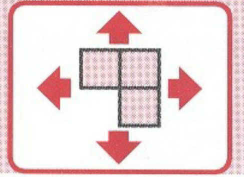


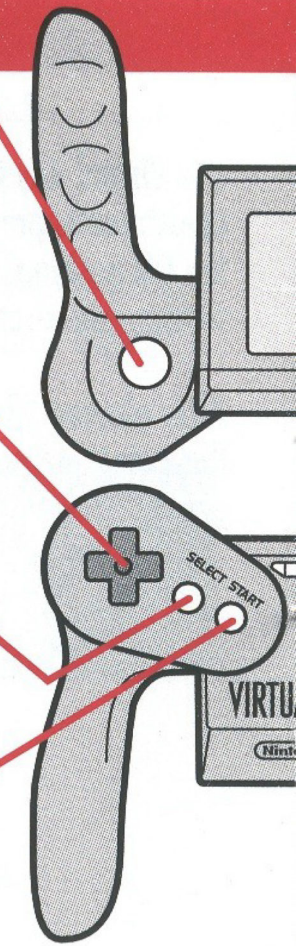
Controller Functions

L BUTTON	Changes the perspective of the Well. / Cancels menu selection.

While the L Button is held, the Left +Control Pad will control the direction in which the Well tilts.

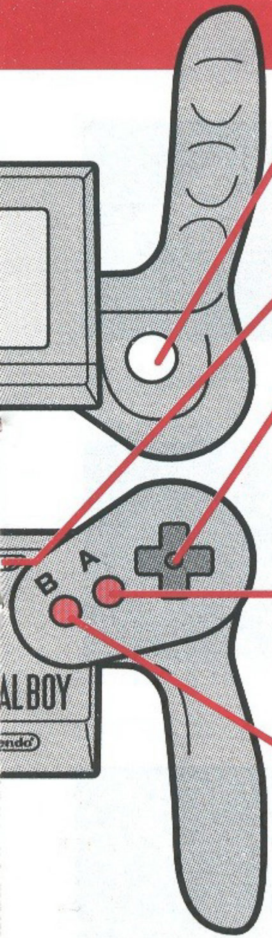
LEFT +CONTROL PAD	Moves current block in its horizontal plane as it falls. / Switches between menu items.
SELECT	Toggles between the automatic rotation of the Well being ON or OFF.
START	Accepts menu item. / Starts the game. / Pauses.





On the PAUSE screen, you can select GIVE UP or EYES (IPD Adjustment).

Reset the game by pressing the L Button, R Button,

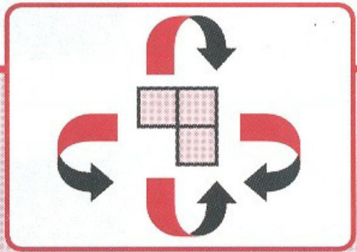


R BUTTON

Makes the current block drop faster. / Activates menu selection.

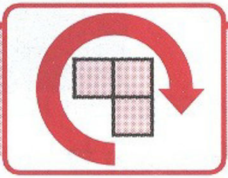
POWER SWITCH

RIGHT +CONTROL PAD



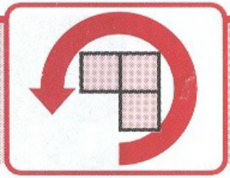
Rotates the current block as it falls./ Switches between menu items.

A BUTTON



Rotates the blocks clockwise as they fall. / Activates menu selection.

B BUTTON

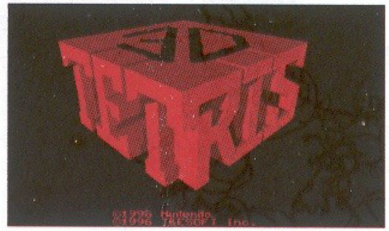


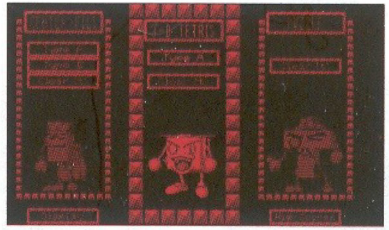
Rotates the blocks counter-clockwise as they fall. / Cancels menu selection.

SELECT, START, A and B Buttons simultaneously.

How To Play 3-D Tetris

On the Title screen, press either START, the A Button or the R Button to move to the Game Select screen. On the Game Select screen, choose from the three game types: "3-D Tetris," "Center-Fill" or "Puzzle."





SETTING THE DIFFICULTY AND LEVEL

Different types of blocks will appear depending on which of the three difficulty levels (EASY, NORMAL and HARD) is set. The LEVEL setting alters the speed at which the blocks fall.



DISPLAY

Selecting DISPLAY on the Game Select screen will take you to the Display Adjustment screen. On this screen you may select BRIGHT to adjust the brightness, DEPTH to adjust the depth of the Well or EYES to go to the IPD and FOCUS Adjustment screen. Additionally, the perspective of the Well may be changed on this screen by using the L Button.

HI-SCORE

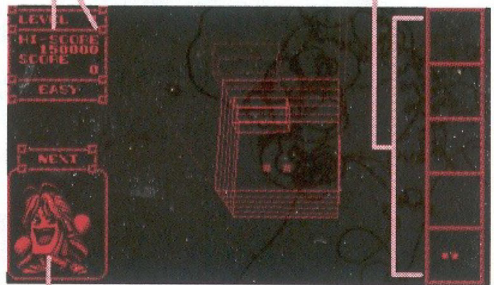
Selecting HI-SCORE on the Game Select screen will take you to the Hi-Score screen. On the High Score screen, the high scores of one game type and mode will be displayed. To see the high scores from other game types and modes, press either the A Button, the R Button or START.

The 3-D Tetris Game

Fill in each individual layer of the Well without leaving any open spaces. Once a layer is completely filled, it will disappear. The Well is comprised of five layers, and each time the player stacks blocks over this limit, the number of layers is reduced by one. When the final layer is lost, the game is over.

The Score

The Radar



The Next Block

Type A

Compete for the high score by completing as many layers as possible.

Clear It!

Clear five layers to complete a stage. The complexity of the blocks is dependent on the difficulty setting, and the speed at which they fall is dependent on the LEVEL setting. When a stage is complete, the player collects bonus points.

About The Radar

The radar display on the right side of the screen shows the condition of each of the five layers of the Well. The layers are displayed in order, with the lowest one on the bottom.

Basic Scores

Layer	Points
Lowest Layer:	1,000 points
2nd Layer:	2,000 points
3rd Layer:	3,000 points
4th Layer:	4,000 points
5th Layer:	10,000 points

About Scoring

The more layers you clear, the higher your score. The more layers you clear simultaneously, or with chain reactions, the more points they are worth.

Cleared		Score
Clear 1 Layer	=	Basic score x 1
Clear 2 Simultaneously	=	Basic score x 2
Clear 3 Simultaneously	=	Basic score x 3

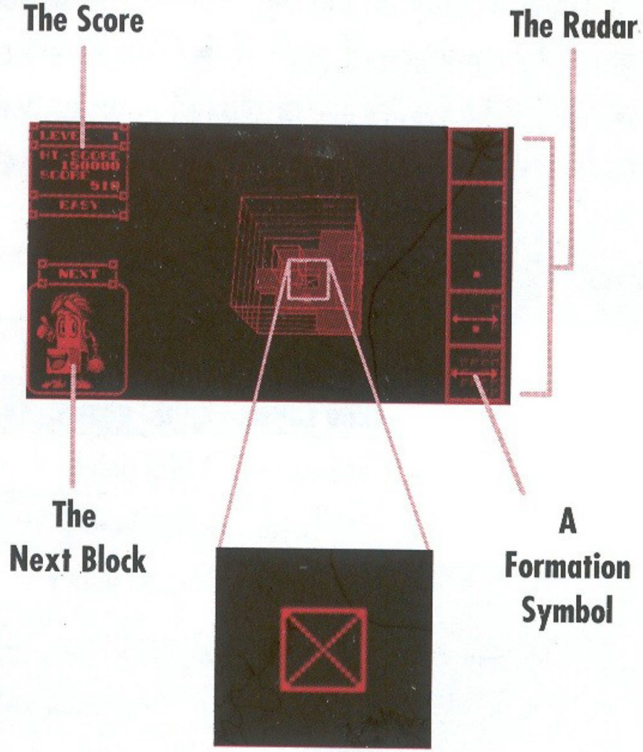
For chain reactions, multiply the basic score by the chain multiplication rate:

Chains		Rate
2 chains	=	Chain-multiplication rate is x 2
3 chains	=	Chain-multiplication rate is x 4
4 chains	=	Chain-multiplication rate is x 8

The Center-Fill Game

Place blocks symmetrically around the center square of each layer of the Well, and then drop a block into the center square. When a block is placed in the center square, the layer will be cleared if the filled-in parts of that layer are symmetrically placed around the center square. In this game the center square of the Well is a special location, and any block dropped there will disappear.

The Well is comprised of five layers, and each time you stack blocks over this limit, the number of layers is reduced by one. When the final layer is lost, then the game is over.



Type A

Complete as many symmetrical layers as possible, and compete for high scores. Bonus points are added as you achieve higher levels.

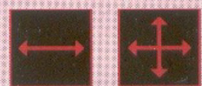
Type B

In addition to the falling blocks, there are obstacle blocks on the lowest layer. Every time you clear a layer, new obstacle blocks will appear. Bonus points are added as you achieve higher levels.

Clear It!

Clear ten symmetrical layers to complete a stage.

About FORMATION Symbol



When a symmetrical layer is formed,
the FORMATION symbol will be shown on the radar display.

About Scoring

The score = A x B x C

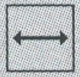
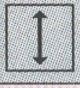
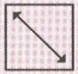
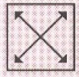
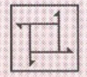
A = Ten times the number of blocks used in forming the symmetrical layer.
B = The complexity of the symmetrical layer, as measured from 1 to 10.
C = The vertical height of the Well in which the symmetrical layer was formed.

- "A" means the bigger the symmetrical layer, the more points awarded.
- "B" means the more complex the symmetrical layer, the more points awarded.
- "C" means the higher the symmetrical layer, the more points are awarded.

Calculating bonus scores for Type A and Type B

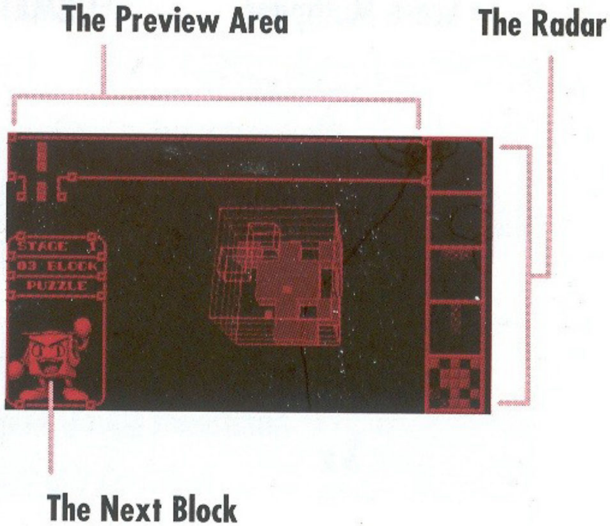
Bonus score = The current score divided by the number of blocks that have been dropped into the center square.

Symmetrical Forms Chart

Score Multiplier	FORMATION symbol	FORMATION example	
1 x			
			
2 x			
			
3 x			
4 x			
			
5 x			
10 x			

The Puzzle Game

At the start of each stage, the goal shape will be displayed in the Well. When the player manipulates the falling blocks correctly and creates the desired shape, the stage is complete. If even one square of one block is placed incorrectly, then the game is over. When the stage is complete, the stage-ending animation occurs.



About THE BLOCK PREVIEW AREA

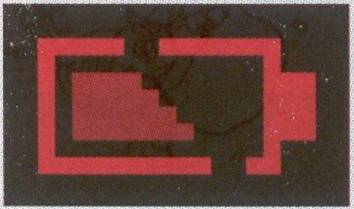
The blocks used in the stage are displayed in the Block Preview Area. If there are a large number of blocks used in the stage, not all of the blocks will be shown at first.

About SAVE

The battery in this Game Pak saves high scores and name entries for the "3-D Tetris" and "Center-Fill" games; it also saves the highest stage completed in the "Puzzle" game.
With the "3-D Tetris" and "Center-Fill" games, the save occurs after the player enters their name, while in the "Puzzle" game the save occurs when the stage-ending animation begins.

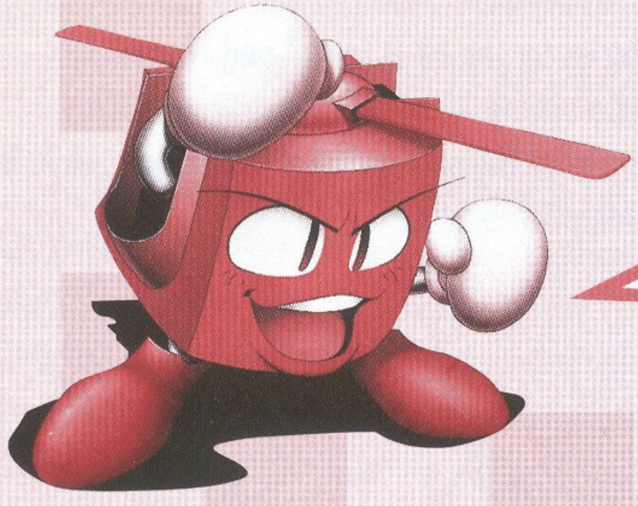
Low Battery Indicator

When the batteries in the Virtual Boy get low, the indicator shown on the right will flash on the screen. Replace the batteries immediately.

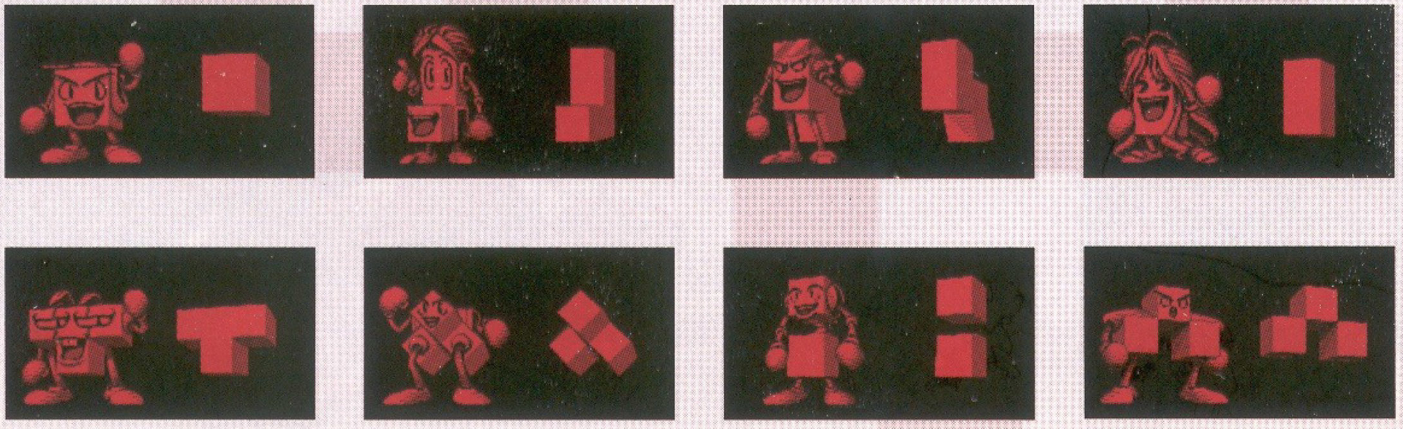


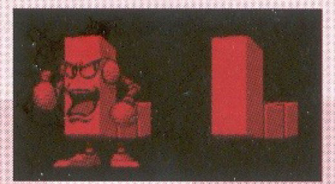
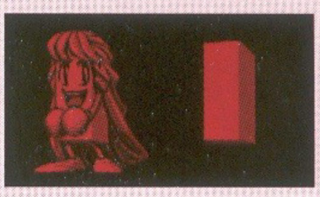


Meet The Block Characters



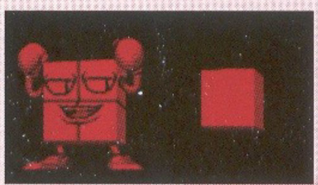
The next block to drop into the Well is indicated by the Block Character in the NEXT BLOCK box, which is on the lower left-hand side of the game screen. Memorize which block each of these glorious dudes represents!

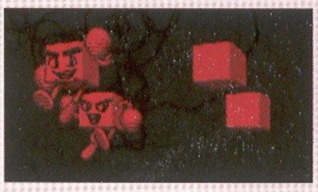
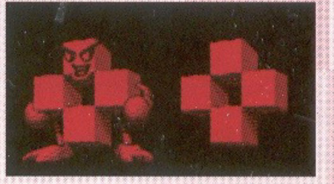


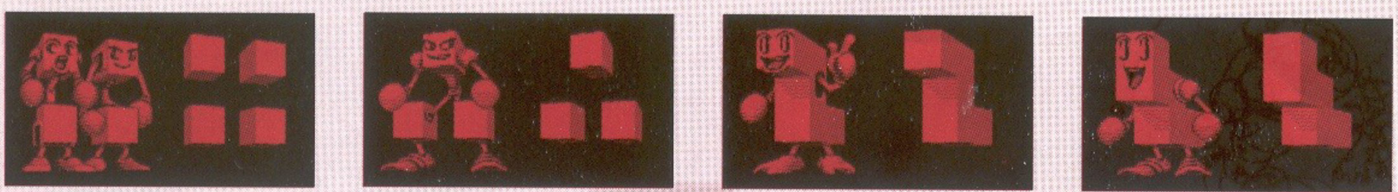




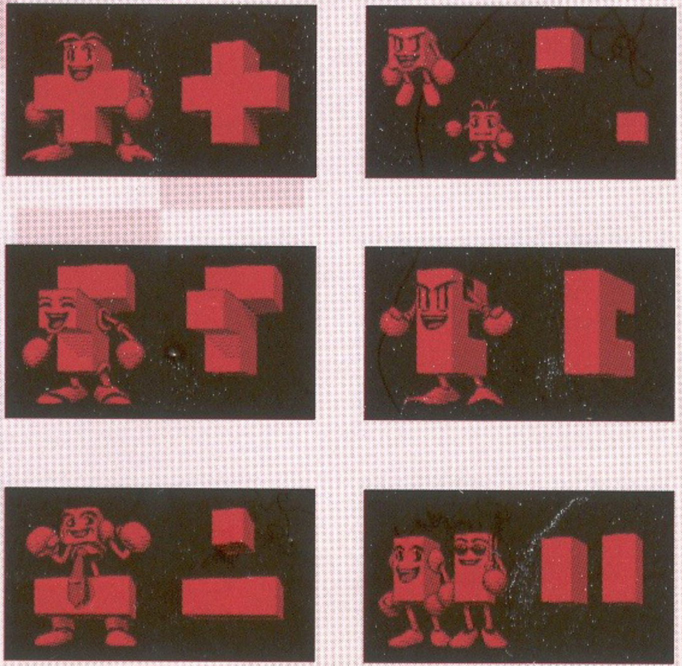


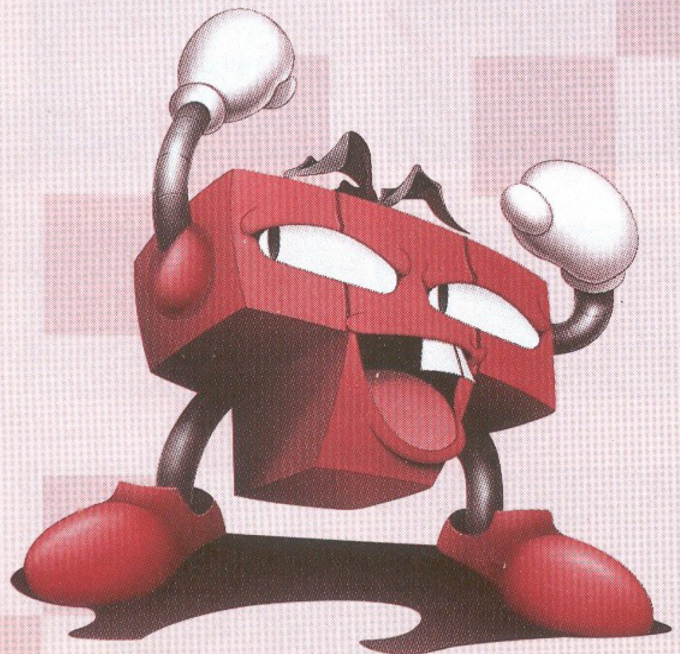


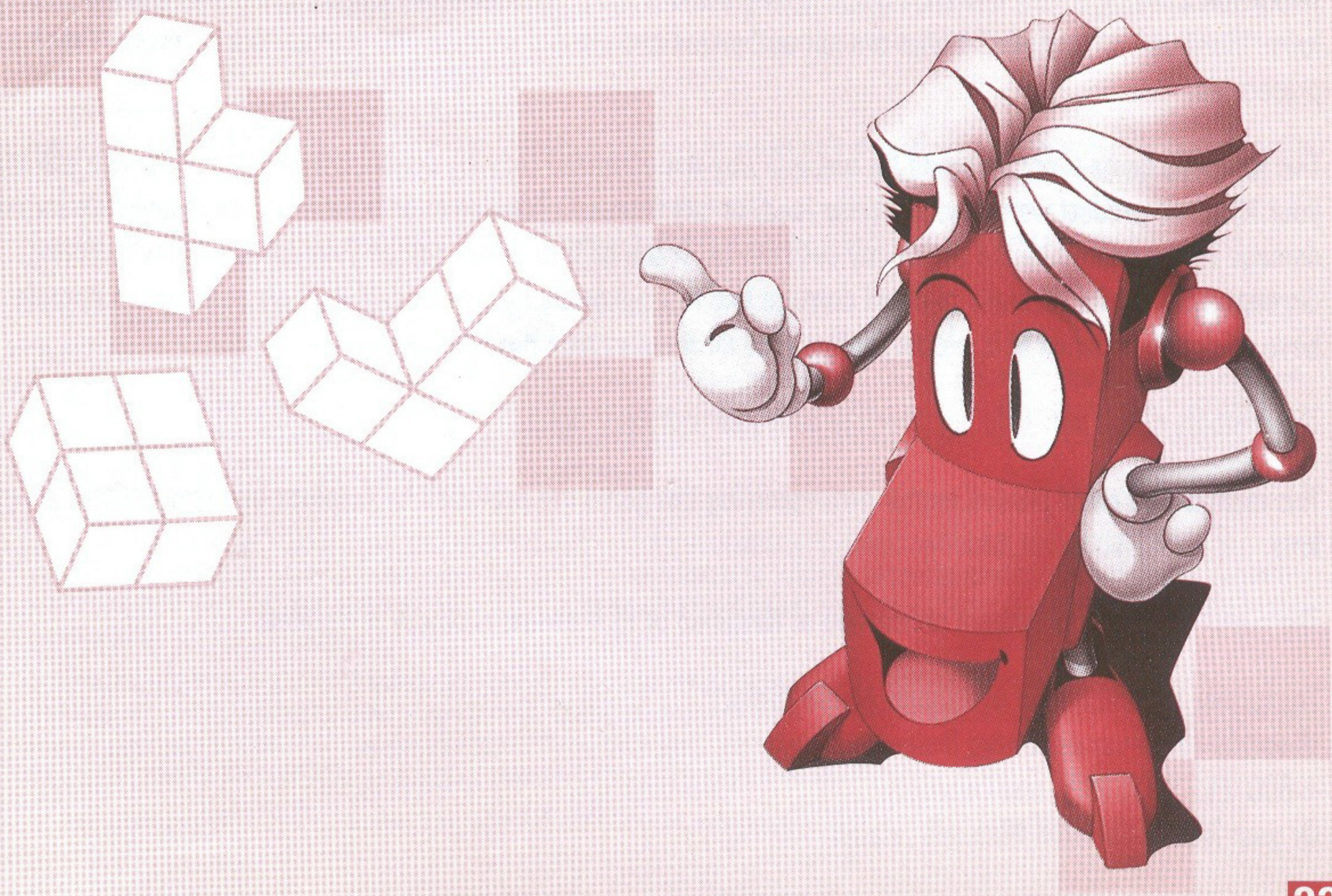











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REV-B

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Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

Warranty and Service

REV-I

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER[SM] or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States

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